

Ser. No. 10/798,531

Amendment A dated March 12, 2007

Reply to Office Action dated December 14, 2006RECEIVED
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AMENDMENTS TO THE SPECIFICATION

On page 1, please revise the paragraph beginning on line 5 as follows:

The present application is related to copending patent applications entitled "METHOD AND SYSTEM FOR USING GEOGRAPHIC DATA IN COMPUTER GAME DEVELOPMENT", ~~Attorney Docket No. N0184US~~ bearing Application Number 10/798,459 (Attorney Docket No. N0184US) filed March 11, 2004, "GEOGRAPHIC AREA TEMPLATES FOR COMPUTER GAMES", ~~Attorney Docket No. N0185US~~ bearing Application Number 10/798,632 (Attorney Docket No. N0186US) filed March 11, 2004, and "COMPUTER GAME DEVELOPMENT FACTORY SYSTEM AND METHOD", ~~Attorney Docket No. N0490US~~ bearing Application Number 10/798,703 (Attorney Docket No. N0190US) filed March 11, 2004, the entire disclosures of which are incorporated by reference herein.

On page 5, please revise the paragraph beginning on line 23 as follows:

The master version of the geographic database 100 is maintained as the copy that has the most up-to-date data relating to the coverage area 104. Accordingly, the master version of the geographic database 100 is updated, expanded, and/or otherwise modified on a regular and continuing basis. To facilitate these operations, the master version of the geographic database 100 is stored in a format that facilitates updating, maintenance, and development. For example, the data in the master version 100 may be uncompressed. Examples of suitable formats include the Virtual Storage Access Method (VSAM) ~~VSAM~~ format and the Geographic Data Files (GDF) ~~GDF~~ format, although other kinds of formats, both proprietary and non-proprietary, may be suitable. In general, the format of the master database 100 is not suitable for use in navigation systems.

On page 9, please revise the paragraph beginning on line 17 as follows:

The geographic database 170 includes representations of geographic features in a locale. The types of geographic features that are represented

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include, for example, the road network, points of interest, lakes, administrative boundaries, and other geographic features. The locale represented by the geographic database 170 may include a metropolitan area (such as New York, Chicago, Los Angeles, or Paris), a country, a state, or any other geographic area. The geographic database 170 may represent pedestrian walkways, bicycle paths, and/or aircraft runways. The geographic database may also represent an imaginary locale, such as a locale that is similar to a real locale. Processes for forming a geographic database that represents an imaginary locale are described in the copending application entitled "GEOGRAPHIC AREA TEMPLATES FOR COMPUTER GAMES", ~~Attorney Docket No. N0186US~~ bearing Application Number 10/798,632 (Attorney Docket No. N0186US) filed March 11, 2004, the entire disclosure of which is incorporated by reference herein.

On page 15, please revise the paragraph beginning on line 22 as follows:

As mentioned above, ~~in~~ the geographic tools 220 include spatial filtering and caching functions 242. The filtering function selectively filters data from the geographic database 170, the road models database 190 and the 3D models database 200. This filtering function may receive inputs from one or more of the game engines 160. As an example, if a game engine indicates that a game scenario is simulating a fast moving vehicle, the filtering function 242 may selectively filter (suppress) some of the data accessed or processed from the geographic database 170, the road models database 190 and the 3D models database 200 so that the simulated speed can be maintained. The caching function may receive input from a game engine that indicates a simulated vehicle direction of travel. The data needed to represent geographic features located in the simulated direction of travel are identified and cached in memory to improve game performance.

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On page 16, please revise the paragraph beginning on line 6 as follows:

The geographic tools 220 may also include program hooks 244. The program hooks 244 include conditional statements included in certain routines. When one of the hooks is run, it checks for a certain condition and may modify operation of the computer game depending on the result of an evaluation of the condition. As an example, a program hook may be used to incorporate real-time traffic or weather conditions into a computer game. According to this example, a computer game that simulates driving a vehicle through a locale can obtain real-time traffic or weather information relating to the locale, which can be used to modify the driving simulation accordingly. Program hooks can also be used in multi-player games. In a multi-player game, program hooks check for, and then incorporate, the actions of other players.

On page 17, please revise the paragraph beginning on line 9 as follows:

The embodiments disclosed herein can also be used in movie making. Many movies use ~~computer-generated~~ computer-generated images of real (or imaginary) locations, instead of actual images. The embodiments disclosed herein can be adapted for creating realistic-looking geographic locations, including features such as road networks, for use in movie making. When using any of the disclosed embodiments for movie making, a relatively high visual accuracy may be required and therefore attributes that provide for relatively high visual accuracy may be needed. However, fewer attributes of some types may ~~not~~ be required.

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On page 26, please revise the paragraph beginning on line 2 as follows:

Geographic data that represents actual, real-world locales can be advantageously used to make new versions of classic computer games like Snake and Pacman. In these new versions of these games, game players assume the identities of characters in the game. A player uses positioning equipment that determines the player's actual physical ~~positioning~~ position in the real world. The player also has equipment that provides for wireless communication with a central database. This player becomes a virtual player in a classic game such as PacMan or Snake. The games would be played in either an online competitive mode or a single player (player versus machine) mode. In either case, the player acts as a character in the game. The distance and speed moved by the player would be translated to movement and speed in a virtual world, where the player may accomplish goals within the game or defeat other players. The system would be set up in translated "virtual boards" where a game would consist of an area regulated by the speed of transportation (a "board" for a vehicle can be significantly larger than one for a pedestrian).